

BI is a forum for discussion of Diplomacy variants, multi-player war-games, and wargaming in general. Sub 7/\$1, but not for long (see below), single issue 20¢. BI is affiliated with the MOW (which currently stands for nothing, but will someday mean Midwest Organized Wargamers if we can defeat that dictator Wood!), and its games are guaranteed against orphanization by the organization. This is Orion Press Publication #56. Copyright © 1973 Lewis E. Pulsipher. All rights are assigned to respective authors. Ph (616) 7639271

This is going to be chaos. But here goes...

1. Greg Warden (and Conrad von Metzke) are asking all GM's to trade with Greg for his En Passant. Greg is now in charge of the orphan regular games project. The latest address I have for Greg is 911 S Farragut St., Phila. PA 19143. I can't find my latest Diplomacy Census, so this is about six months old.
2. John Hulland, RR 4, Guelph, Ontario, Canada plans to publish a 'zine called Aldeberan. He will run 4000AD, Interstellar Dipl. I, and The Asteroid Game -- \$4 fee for the three together. I don't know if there will be a separate fee for those who don't want to play all three.
3. The Book of Stab is 8/\$1 from 19160 Olympia St., Northridge, Calif. 91324. This will be a ditto 'zine carrying regular Dippy, Youngstown Variant, Twin Earths II, Anarchy (which version?), and other games. There are four persons involved, all of them quite new to Dippydom, I think. Gamefee will be \$1, plus sub, plus \$1 game deposit. Write for a free copy
4. The MOW variant package will be printed soon. I've seen some of the maps -- Greg DeCesare's work is fantastic, as much a work of art as a map. Included will be a number of variants including, among others, Third Age, Middle Earth IV, and Abstraction. There's also a listing of all the lower case symbols of the Miller Numbers with corresponding game and a long article (by me) which incorporates material from the IDA Handbook and Hoosier Archives as well as from Blood and Iron. I don't know exactly how long it will be -- somewhere around 35 pages, photo offset. Order from Paul Wood, 24613 Harmon, St. Clair Shores, Mich. 48080 (DON'T make checks payable to MOW). \$1.75 for non-MOW, \$1.50 for MOW members.
5. August 18-19 the Lake Geneva (Wis.) convention will take place for the sixth year. Contact Gary Gyax, 330 Center St., Lake Geneva, Wis. 53147.
6. I recently received Conflict #5 and read it straight through in one day, which is more than I've ever done with S&T or Panzerfaust. The game included, on the Russo-Japanese border conflict in 1939, is more interesting than the average S&T game. The editorial on the inside front cover, and J.E. Pournelle's comments in his 1940 variant article, are fantastic....hmm, I seem to be stuck on that word today. I much prefer SDC's philosophy to SPI's. Conflict is \$8.50 per year (6 issues) from Simulations Design Corp., Box 19096, San Diego, Calif. 92119.
7. Nobody seemed worried, but some might be interested to know that Panzerfaust has finally appeared for the second time this year. Don Lowry says that delays are over...

8. No one has bothered to comment on all the errors recently -- like "through" for "threw" in #22, last page, and "opinion" for "permission" (sheesh) in the copyright article in #23. Perhaps in the future I'll print one page separately so that I can list errors I've caught while printing -- I don't proof read...

9. I still need one man for a postal two-player "Guts" Starlord game. Rules were in Supernova #20, which is 16¢ from me.

10. In the variant game designations list last time, I omitted the initial "A" in 73AEde and 73AFde. I can't count, either...

11. Here are a couple addresses that may not be on Midwestern lists: Michael Juergens, 257 Florence St., Hammond, Ind. 46324 and Jonathan Jacobs, 3780 Eastway Rd., South Euclid, Ohio 44118.

12. The Wonderful World of Games is still around. They offer discounts on games plus free consultation service and free monthly bulletins to members for a \$5 lifetime fee. Their intro offer includes Alien Space for \$3 (regular \$4, regular member price \$3.75), Richthofen's War for \$6.50 (regular member \$7.65), and Battle of Britain (unboxed) for \$3.75. Address is Drawer E, Odenton, MD 21113.

14. I have decided that some changes must be made other than passing on the variant numbers. I cannot publish BI during the school year as I have this summer, 10 pages every 2½ weeks without any delays. I will not have the flexibility, and even if I did I may not have the free time needed. Also, I'd like to GM a few of the new variants I'll be publishing in the next few months. So, here's what will happen. BI 25 will be finished just before I leave for NC. BI 26 will be two pages. Thereafter BI will be published irregularly, whenever I have time and material -- probably approximately every four weeks. Each issue will be 10 or 12 pages. The charge will be \$1/6, and after the postal rates go up to 10¢ for first class, 5/\$1. The reason for the hike is that I am losing money right now, even though a short #26, which will be sent to most people along with #27, will help me recoup a large part of my over-spending. My postal games will be in a new, bare-bones 'zine, Ragnarok. (I know the title's been used before -- tough.) Now the players in my current three games will have a choice of keeping the game in BI, but deadlines will be very erratic. I hope that all will agree to a switch to Ragnarok. The players will have to sub to whichever 'zine they choose to play in. RK sub will be 9/\$1 initially, and after the postal hike 15/\$1 at most. I will run RK like Andy Phillips runs his SHAAFT, so that not every issue will contain a particular game, and most will be 2 pages. This allows great deadline flexibility, which is particularly useful since 4000AD, Diplomacy, and Origins should be run at different rates for optimum enjoyment. This means I will have to publish on a majority of week-ends, but only two pages, which will only be mailed to players in the games concerned at that time. I can mail the rest whenever I have time, usually, in the case of other players, with an issue which contains one of their games.

This means that players will be paying to play, now, instead of paying for BI and playing for free, which is the current situation. You can play in RK without subbing to BI -- they will be completely separate entities. I don't have many trades left; where I think it's fair, I'll trade both RK and BI for something, but usually they will be separate for trade purposes, too. Players may comment on the survey.

72.23h

The following are comments from the winner, John Caton.

"As you commented in your last issue Germany stopped himself with heavy commitments made in 1936 and 1937. Austria could have been had with much less strength. If Germany had made a deal with Russia in Romania in 1936 the results of the game could have been considerably different. Stopping France was a good move but it could have been done with half of what was used. In fact, it would have been better if he let France have Alsace and start to eliminate the British U in Germany. It would have taken until 1938 or even 1939 to do it, but Germany's available strength in 1940 would have been unbeatable. The heavy commitment in France is the same story again, too much in the wrong place.

After the loss of Als France did about as well as he could. Russia played a good game and made only one mistake. He did not look out for and prepare for the British attack in Germany. If he had the game would have been his.

The real surprise was the USA in 1940 attacks. In maneuvering for a finish he took the worst odds and ended up in last place. If he had made 2-1 attacks on France the odds are their finish would be reversed. Germany (Roseman) saw what his odds were and wound up in the best place he could, barring any freak events such as the USA winning all his one to one attacks."

By the way, my game for AH has now started. Entrance was by invitation only.

Tournaments (con't.)

I considered GMing a little Diplomacy tourney at Michcon, but since there were four other tournaments I abandoned the idea. But here are some of the possibilities I considered.

1. 10-15 man Anarchy game using the Youngstown board.
2. 21 man game. Each player gets a regular country on one of three boards. These boards are not connected to each other. All three, however, connect to each of two other boards on which each player has one unit, Anarchy style. The two Anarchy boards may also be connected to each other. Connections are as in Twin Earths -- Mun connects only to Mun on the other connected boards, and not to spaces adjacent to Mun on the other board. (That is an idea for a variant of Twin Earths, though...).

3. 14 man. Each player controls one country on one regular board. Both regular boards are connected to one Anarchy board on which each player has two units. This could be done with two Anarchy boards, just as the 21 man game could be done with one Anarchy board.

Of course, it would be impractical to play these to a conclusion. The number of game-years played would be pre-set (perhaps in secret, by the GM). Only one round is needed -- largest number of units wins.

While I'm on the subject of tournaments, I want to comment on the PBlitz and Borodino tournies held at Michcon. If you must hold a one-game point tournament, which may be necessary if time is limited and the game is long, then each player should be compared only to the average point performance for his side, since it is very difficult to establish a completely equitable point system. The ideal is a winner for each side, which is what we had for at least one of the

tournies, but if only one prize is given, it should be on a percentage basis rather than an absolute basis, since the latter will inevitably favor one side.

Black Angels

A few nights ago I was telling my brother about Massar's Madness (aka Wild Variant). In fun he suggested a variant using Twin Earths rules, plus Bart's vertical retreat rule (with the new space connected to both boards), and a superspace connected to ALL spaces on the board, with room for five units. (In case anyone wants a title for this, it's The Flying Burrito Brothers Favorite Game). We both agree that the game is unworkable with five units in the superspace. The idea is interesting, though. I think that two superspaces, not connected to each other but to every other space on the board(s) (hence Heaven and Hell) would change any orthodox or unorthodox variant considerably. I don't have any opportunity for FTF play now, but I'd like to hear from anyone who tries this variation out, whether with the normal game, Anarchy, or something wilder.

LETTERS

Dave Staples, RR 1 Box 120, Fargo, North Dakota

"Interesting to note on the IDA award that the pubs that got voted the "best" also had the largest circulation. This was hardly unexpected, but I'd like to see something (I don't know just what) done to make them more fair."

((Not just publications, but every winner, so far as I know, benefited from the largest circulation among all nominees. This includes Black Hole, which was circulated twice in BI and once or twice in all of Conrad von Metzke's 'zines; even the designer thinks some other game should have won(see below).))

Randolph Bart, 18249 Donmetz St., Northridge, Calif. 91324

"I agree with you that there's something wrong with the Calhamer Awards. Someone needs a dictionary. I always thought "design" had something to do with things like "creativity", "thinking", "work"; at least when you give an award for it. When I read what Conrad von Metzke said in Rename, where he called Black Hole Diplomacy the winner of the Calhamer Award for "Best Variant Design" at 73 DipCon, I felt a little sick, along with all the other variant designers, I'm sure. I voted for 1776 myself. I know that Dip players are all crazy, but where's their common sense? The only redeeming quality of this game is that it's the only Dip variant which is always a stalemate and never a draw; but that's beaten by Nielson's come-together Black Hole, which is never a stalemate and never a draw. Maybe one of the games I design will get that award next year."

((I agree that Nielson's game is better than basic BH -- basic BH deteriorates into a sit-and-wait game because the holes cut maneuverability to zero and make stalemate lines easy to form. But ultimately someone has to come out on top because only one center will remain if the game continues long enough. I don't know why BH is so popular -- perhaps for the press value, similar to Lord of the Rings Diplomacy, which is a very unbalanced game but popular nevertheless.

I think 1776 and 1721 probably split a large vote (though Dia. II is better than either). Perhaps BH won because these games, which almost everyone would put high on a list, split the vote while there were enough devotees of BH, and people who'd not seen the other nominees, that it won. Perhaps we could ask people to vote for a first, second, and third choice, and use a point system. This would eliminate "packing" (which was attempted, I understand, for the best player category); the "packers" might vote for an undeserving nominee for first, but could still be expected to vote for their true choices for second and third.

I think the voting should also be limited to persons who have participated in postal Diplomacy for the entire period under consideration. This eliminates the neos who vote for the only nominee they've seen. I know this is "undemocratic", but it would result in a much more intelligent and informed vote.

I have other ideas, but they will be in Diplomacy Review (I hope).

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New MP Games...

As of Aug. 1 I don't have any new Diplomacy variants on hand except World Diplomacy by Enrico Manfredi, of Italy. I think I'll publish this in a future issue since he wants opinions, and since there are some interesting new ideas in the game.

In Supernova 18/19 (30¢) I published Stellar Warfare by Steve Langs. This is an unorthodox space game in that players design their own ships, but in most respects it resembles many other games. Players begin with one system and colonize others, setting up new industrial bases and gathering resources. Play is generally strategic -- a battle board is not used, although individual ships do participate in battles using a simple system somewhat more involved than the Starlord system.

In SN 21 I've reprinted Payton Turpin's Empire. This is an improvement of Galaxy, which is a very popular space wargame generally suited only for postal play. The game is very complex, and operates on both strategic and tactical levels, with special weapons and scientific developments galore. A.T.S. Ryrie of Australia has developed a playable FTF variation of Empire which I hope to print sometime. #21 is 35¢.

By the way, the latest Galaxy rules I've seen are adapted for computer GMing. Eric Just seems to be the main man involved.

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National Wargaming Clubs

Now that IFW is certainly dead, there seems to be a resurgence of interest in national wargaming organizations. These new clubs, together with the SICL (Spartan International Competition League), can be divided into two groups in two ways: first, professional opposed to amateur, and second, democratic opposed to totalitarian or centralist. The SICL, membership \$10 from Box 1017, Bellflower, Calif. 90706 (checks to Spartan International) is a professional, centralist body which is also the only incorporated gaming organization in this country. The Professional Wargamers Association, membership \$4 from P.O. Box 26371, Birmingham, Alabama 35226 is also a centralist professional club. So far as I know it is not incorporated, but it must be in the future if it intends to award

cash prizes across state lines. The Amateur Gamers Association (c/o Spartan International) is affiliated with SICL but accepts only amateur gamers as members. Membership is \$1, but members must subscribe to Gamers Guide (\$3 per year from SICL) in order to get any info. The Amateur Wargamers Association, membership \$4 (payable to "Rod Burr--Treasurer, A.W.A.") from George Phillies, 897 Main St #8, Cambridge, Mass. 02139, is a democratic organization which otherwise resembles NOW in many respects. I've heard that there is another national gaming club around, but I haven't heard any specific news.

For his \$10 an SICL member is allowed to enter SICL tournaments and receives discounts on games and 'zines. He also receives the Gladiator Report. About two years ago I was an SICL member for a year. My experience was that SICL sounds much more efficient and organized than it is. To an amateur, membership is virtually worthless. The discount for the Spartan, which is a good magazine devoted to AH games, is only \$1. In the past SICL has been reluctant to provide any information to members about non-SICL activities -- when I was a member I could not even obtain addresses of members near me for FTF gaming. If you want to play in tournies, try PWA first.

AGA is supposed to be an independent affiliate of SICL. SICL publishes Gamers Guide, and controls AGA tournaments, but somehow the dictator of AGA is supposed to have complete freedom. I don't know how he can. AGA members have the same privileges as SICL members, but they cannot compete for prizes, and do not receive the Gladiator Report. If you just want to play tournaments and aren't worried about prizes, then AGA membership is not a bad idea.

PWA was established by Harley Anton, a former SICL officer, as a viable alternative to SICL. The story I heard, from an SICL member, concerning the genesis of PWA was very unflattering to Harley. His initial letter announcing PWA states that Harley has "taken honors in every field of wargaming." Of course, most of you have never heard of Harley because he does not participate in postal Diplomacy, and this casts a pall over all his statements. All fields of gaming apparently means AH gaming, but unfortunately Harley doesn't make this clear. Harley says he has an almost unlimited source of capital, however, and he intends to run tournies with \$1000 worth of prizes in his first year of operation.

I have my doubts about "professional" wargaming. Where does the money come from? Spectators and advertising (and in many cases, media) provide the money for sports such as golf and football, but wargaming is not likely to receive incomes from such sources. How many spectators can you get for FTF gaming? Very few. And for postal gaming, spectator revenue is out of the question. Perhaps the SICL-Spartan International relationship is an example of advertising money contributing for prizes, but this is very limited. The money for prizes must come through philanthropy, or it must come from the players themselves. Russell Powell contributed large sums to SICL for many years, and may still do so, and it looks like Anton is going to contribute to PWA, at least at first (there's no way for PWA to obtain 300 members in the first year, which is what would be required to pay off tourny costs). But what happens when the philanthropic sources dry up? I see no future in "professional" gaming.

I failed to note that PWA members will receive a small monthly newsletter. A sample copy of the SGC dispatch was included in the

introductory letter, and I assume that this is the newsletter referred to. The SGC is the Simulation Games Committee, a "group of gamers using their time and effort to improve gaming for everyone."

The AWA is the brainchild of George Phillies, Kevin Slimak, and Lee Atwood, among others. It's a combination of IDA organization, with more activity at a regional level and fewer national officers, and MOW goals, though I think the AWA was conceived from the same sources as MOW and IDA, and not from MOW and IDA themselves. The AWA people are firmly amateur in outlook, interested in communication among gamers, not in tournaments. They plan to support activities through affiliation and publicity in the American Wargamer, which will be the monthly AWA 'zine. News and ads will take precedence over gaming articles, and history articles will not be accepted for TAW.

It's my experience, and the experience of MOW leaders in general, that democracy in wargaming clubs is a hindrance. IDA is a democracy, and AWA is supposed to be, but even here "democracy" amounts to an election of officers after which the members have no say in the government of the organization unless the 10 or so officers can't agree among themselves. There is not that much difference between SICL or MOW on one hand and IDA or AWA on the other. In the first two, however, there's no pretense of electing officers and having a democracy; the end result is the same, but it's a bit easier to get something done in the former two because there's no waiting for elections. It is interesting that the AWA constitution provides for removal of officers before their term is up, in order to avoid the old IFW malady of non-working officers who could not be replaced "legally".

I think that if any organization finally "controls" national gaming to any significant extent, it will be a democratic organization. Americans have democracy force-fed to them from birth, so that many automatically assume that democracy is a necessity for every type of organization, just as so many assume that democracy is the best form of government for every country. Moreover, AWA is a regulating organization rather than one designed to build everything from the ground up, a la SICL.

SICL once had over 200 members; the turnover is very large, so I don't have any idea how many they have now. IDA has over 170, MOW over 140. Unfortunately the AWA people decided to make their initial membership drives in Michigan and New England, and didn't bother to let the MOW people know anything about it. This is not calculated to gain MOW's cooperation. Maybe we should ask AWA if they want to affiliate with MOW... Wargaming belongs to local organizations, such as MOW, now; no national organization will ever dominate wargaming the way IFW and SICL did in the past. If there must be a national organization, I prefer AWA.

Spring 4004

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4000AD

Algol (Langs) 1 (DY-2)-Mir, 7 (EY-1)

Antares (Roseman) 2 (IR-3)-Sar, 5 (LR-1)

Pavo (Stump) 1 (GR-2)-Mark, 7 (JR-1)

Regulus (Wood) 4 (FY-3)-Bete, 2 Bete*Bell

The person actually making moves is, or should be, listed in the parentheses following country name. Roseman moved for Roseman last time, and Cleaveland also submitted moves which weren't needed. OK.

COMMANDER SLAP DULLBLADE, of the Sidereal Coalition of the United Macrocosm (SCUM), sat back in his chair. He was faced with a grave dilemma. He was at a total loss what to do. His mission to Beta Scorpio VI would be imperiled without the answer to the question gnawing at his brain. This crisis was beyond anything he had ever before experienced. With a sigh, he turned to the hyperspace communications panel and within moments he was gazing at Special Fleet Admiral Erasmus P. Pastafazoola. Dullblade was cautious as to how he would broach the subject.

"Admiral, do you remember my briefing?"

"Yes, of course," said the obviously puzzled Admiral.

"Well, I wanted to know, at Polaris, was I supposed to take a left or a right?"

Return for the further misadventures of Commander Slap Dullblade of SCUM. ((Oop-deadline below.))

1973Adi - Winter 1903

Sleight: (E) retreating F Hol and A Vie

Jordan: (B) F Swe, F Con

Wood: (B) A Den, A Sev, A Par (1 short)

Langs: Even

Staples: (E) retreating A Bud. (B) F Lpl. The unit in London is an army, not a fleet.

Cleaveland: (B) F Spa sc

Keller: NRR. GM eliminates retreating A Mun(that is, (R) off board)

Thanks, Randolph, for standby moves. This time please submit standby moves for Keller. All addresses are in #20. Deadline for this (and all) game(s) is August 23 at noon. I'll wait until the 24th if necessary, but after that I'm going south.

1973.11h 1937 placements

USA(Caton) 3 Pol, 3 Bal

FRA(Roseman) 2 Als, 1 Rhi, 1 Fra, 3 Aus

BRI(Sleight) 6 Rus, 2 Ger, 2 Pol, 2 Bri

RUS(Kelly) 10 Rus

GER(Capolongo?) NPR 20 Ger

Randolph Bart is asked to submit standby moves for Germany. The move doesn't hurt Germany much in this position, I think. Bill Capolongo will be at Camp Highlands, Sayrer, Wis 54560 until August 15. This change arrived too late for inclusion in BI 23. Deadline for 1937 attacks is August 23 at noon.

	Al	Au	Ba	Br	Cz	Fr	Ge	It	Po	Rh	Ro	Ru	US
USA			7						5				
FRA	5	5				2				6			
BRI	1	1	1	2	1		U+8		3	1		6	
RUS			2		U				2	2	3	10	
GER	5	6					25		3	6	3		

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Conrad von Metzke, of all people, is looking for an Anzio game. State condition and make an offer (game must be complete)-- PO Box 8342, San Diego, Calif. 92102.

Replacements will probably be needed for the Twin Earths game, 1973AAl, which was recently transferred to Jim Pulsipher from Dean Schwass by MOW. The game is at Winter 01 moves due with all countries in approximately equal positions. Write Jim at the Bellevue address. A stamped, self-addressed envelope is required each turn.